Listing of Claims:

1. (currently amended) A method for efficiently transmitting several multimedia streams to one or more multimedia receivers comprising:

defining a minimum acceptable time for rendering a multimedia stream to a user when said user selects a particular stream;

defining a packet size for packets containing data for each multimedia stream, said packet size defined based on one or more performance characteristics of mass storage devices on said one or more multimedia receivers;

concurrently transmitting said packets for each multimedia stream to said one or more multimedia receivers;

continually storing said multimedia streams on said mass storage devices; and

playing back said multimedia content from said mass storage devices responsive to a user tuning to a particular multimedia stream when a delay greater than said minimum acceptable time would otherwise result waiting for a next packet containing data for said particular multimedia stream to arrive, wherein relatively larger packet sizes are selected for a relatively smaller number of packets capable of being buffered in memory.

2. (original) The method as in claim 1 wherein at least one of said performance characteristics is the seek time capability of said mass storage devices.

3. (currently amended) The method as in claim 1 wherein said defined packet size is further based on a number of said packets which said multimedia

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receivers are capable of buffering in memory before storing said packets to said mass storage devices.

4.   (canceled).

5.   (original) The method as in claim 1 wherein said defined packet size is greater than 188 bytes.

6.   (original) The method as in claim 1 further comprising:

simulcasting said multimedia streams using packets of a second defined packet size, said second defined packet size adapted to be processed by one or more legacy multimedia receivers.

Claims 7-11 (canceled).

12. (currently amended) A method for reducing buffering requirements of a multi-stream multimedia receiver:

for each multimedia stream, combining multimedia content contained in a plurality of PID packets into a single packet of a specified size;

storing said multimedia content on a hard drive at said multimedia receiver; ~~and~~

playing back said multimedia content from said hard drive responsive to a user tuning to a stream carrying said multimedia content when a delay greater than a required channel tuning speed would otherwise result if said multimedia content were not played back from said hard drive; and

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simulcasting one or more streams in which said multimedia content contained in said plurality of PID packets is not combined into a single packet of said specified size.

13. (original) The method as in claim 12 wherein said single packet size is 100 Kbytes.

14. (original) The method as in claim 12 further comprising:

determining said single packet size based on a bitrate at which said multimedia content is transmitted.

Claims 15-25 (canceled).

26. (new) A method for reducing buffering requirements of a multi-stream multimedia receiver:

for each multimedia stream, combining multimedia content contained in a plurality of PID packets into a single packet of a specified size;

storing said multimedia content on a hard drive at said multimedia receiver; and

playing back said multimedia content from said hard drive responsive to a user tuning to a stream carrying said multimedia content when a delay greater than a required channel tuning speed would otherwise result if said multimedia content were not played back from said hard drive, wherein said single packet size is 100 Kbytes.

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